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HYPERKIND
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SUPER HEROES FROM THE MIND OF
CLIVE BARKER
LET'S DO IT, HYPERKIND!™
SLAM BANG ACTION ISSUE!

PANIC AT PARAGON STUDIOS, WHERE COMEDIAN/MAGICIAN AND EMERGING HYPERKIND TRIP MUNROE IS HOSTING "L.A. FRIDAY NIGHT." *
* SEE HOKUM & HEX #5 FOR THE FIRST PART OF THIS SAGA--THEN HANG ON! -MARC.
MONSTERS!
WHATTHEHECK!? LOOKS LIKE JOHN HAD AN ACE UP HIS SLEEVE--BUT SO DO WE!
--GEORGE YANEDA, WHO HIDES WITHIN HIM THE SHARP-EDGED AMOKK--
WE KNEW PARAGON JOHN WOULD USE TRIP'S TV DEBUT TO MAKE ALL HYPERKIND LOOK BAD--
BUT NOW WHAT DO WE DO, KENNY?
--KENNY ZAMBETTI AND DYAN DIVINE, WHOSE POWERS EMBODY INTELLECT AND DREAM AS LOGIX AND BLISS--
HOW COULD MY FATHER BE WORKING FOR THIS MADMAN?! HE'D KILL HUNDREDS OF PEOPLE JUST TO SCARE HIS TV AUDIENCE!
--AND LISA MOFFIT, THE ARMORED LIVING WEAPON CALLED ARMATA!
LET'S GO, WE'VE GOT POWER U
YOU'RE IN IT, NOW, MUNROE!
PARAGON JOHN DOORE USED ME-- IN EVEN MORE WAYS THAN YOUR AVERAGE TV EXEC WOULD!
HIS MACHINE HERE TWISTED MY POWERS TO UNLEASH THOSE... THINGIES FROM THE
--MADE ME HIS CATALYTIC CONVERTER FOR THIS CATASTROPHE.

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CHANGES TO HYPERKIND, THE NEXT PAXIS, c/o MARVEL COMICS, SUBSCRIPTION DEPT., 387 PARK AVENUE SOUTH

RUN!
EEEE!
MEDIA MOGUL PARAGON JOHN ONCE ENGINEERED THE DOWNFALL OF THE PREVIOUS GENERATION OF HYPERKIND, THE PAXIS...
...AND NOW HE'S JUST UPPED THE ANTE IN HIS EFFORT TO ERADICATE AND DISGRACE THEIR HEIRS--
LISA! TO P!
HERE?! ARAGON JOHN ILL FIND OUT HO WE REALLY ARE!
CHECK YOUR PURSE, LISA--I PREPARED FOR THAT LITTLE CONTINGENCY!
HEY! YOU DON'T OWN ME ANYMORE, HOTSHOT! OR MY PURSE!
FINE-- JUST TAKE THESE SMOKE BOMBS AS A TOKEN OF MY AFFECTION, OKAY?
SAVE THE BANTER, KENNY--
--LET'S GO!
NOW THAT I'VE FREED MYSELF, I'VE GOTTA HELP THOSE HYPERKIDS WITH THIS DISASTER!

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BACK, GLOG! OUR GLADIATORY GIFTS NOT PRESENT HERE!
FIND AXIS... KILL AXIS...!
OBEY ME NOW, GLOG! I NEED THE COMMAND OF VIGIL!
WHY WON'T IT EVER LISTEN TO ME?!
AH, TO TOUCH THE AIR, TO FEEL THE PRESENCE OF REALITY... 'S NICE, EH, MAGAMON? NICE...
HOW CONDESCENDING OF YOU TO LET US OUT OF THOSE MONSTROUS CYCLES!
I'M ANACKER! WHAT'S YOUR NAME? PERHAPS I CAN THANK YOU...
...ON YOUR TOMBSTONE! WEEE!
STUPID FLESHLESS, QUIET!! WE ARE HERE TO ACCOMPLISH OUR MISSION- NOTHING MORE!
WITH THE AXIS DESTROYED, WE WILL BE RELEASED FROM OUR CURSED EXISTENCE...
...DEAD AT LAST-- AND VEXUS NO LONGER!
ALL THIS JAMMER! HOW LONG HAVE THESE WACKOS BEEN SHUT UP?
AND HOW DO WE SHUT 'EM UP AGAIN?!
SUPER-VILLAINS?! ALL RIGHT!
DO YOU HAVE TO BE SO ENTHUSIASTIC, ANACK?!
THESE TEENS HAD PLANNED ON REVEALING THEMSELVES AS HEROES ON LIVE NETWORK TV.
NOW GRIMSTAR, ANACKIC, LOGIK, AND BLING HAVE SOME NEW PROBLEMS ON THEIR MINDS...
...PROBLEMS THAT JUST MIGHT MEAN THE END OF THE...
HYPERKIND
VEXUS UNLEASHED!
YEAH, DUDE! THESE GUYS ARE INTENT ON WIPING THE FLOOR WITH PIXIS CORPSES, AFTER ALL!--BUT THEY MIGHT JUST SETTLE FOR US!
PARIS PETRELLA
CREATED BY CLIVE BARKER
STORY--FRED BURKE PENCILS--PARIS CULLINS
INKS--BOB PETRECCA & MIKE HALBLICH COLORS--TOM SMITH
LETTERS--VICKIE WILLIAMS EDITS--MARC MILBURN
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IN THE DIRECTOR'S BOOTH, PARAGON JOHN WATCHES ANXIOUSLY...
BLAST! THIS WAS NOT PART OF THE PLAN!
...AS HIS PLANS FALL APART.
MUST SHUT DOWN THE LIVE SATELLITE TRANSMISSION--
--OR ALL MY DECADES OF WORK WILL HAVE BEEN FOR NOTHING!
HYPERKIND ALERT! PARACORPS EVACUATE THE BUILDING!

JUST WHAT I'VE LEARNED..

FROM THE FAITHFUL ON THE SHINING PATH!

MY REALITY SHOULD HAL
WOULD-
HEROE

DO NOT ENGAGE THE HYPERKIND-- PROTECT HUMAN LIVES AT ALL COSTS!
IT'S TRUE... THE PAXIS ARE REAL!
WHAT'D YOU SAY, LADY?
WHAT DO YOU KNOW ABOUT THE PAXIS?
CHECK T THESE BE S...
WHAT IS IT, LOGIX?
...SO...COLD...
A...A NULLIFYING FIELD--BUT WHAT DOES IT DO?
H-HOW CAN WE HOPE TO WIN...? WE--WERE FOOLS TO TAKE ON THESE POWERS... THERMAKK WAS RIGHT!
" TELL ME, LADY! WHAT IS THIS SHINING PATH?!"

NO! ONE OF THE PARACORPS GOT HER-
--BUT SHE KNOWS! SHE KNOWS!
SHE'S TELLIN' YOU NOTHIN', BEAST!
THUD
OUCH!
KNOWS WHAT, LUMPY? THAT MY COLDGOLD WILL GIVE YOU THE MAMMON FREEZE...
...WHILE MY COMPATRIOTS DESTROY YOUR LITTLE FRIENDS?! THE VEXUS ARE NO SMALL ADVERSARIES--

--VIGIL ALREADY ENCASES YOUR COMRADES IN HIS AURA OF PETTY RATIONALISM, HIS "REALITY CHECK"...
... WHILE ANARKEE STANDS AT THE READY, WITH HER POWER TO DISRUPT CAUSE AND EFFECT, DESTROYING THE "NORMAL" WORLD VIEW!...
...WITH BOTH QUIETUS' ICY TOUCH OF PERVERSION AND DEATH...
...AND SLOS'S MINDLESS MIGHT, MINE TO COMMAND!
BUILDING EVACUATED!
I-I FEEL SO STRANGE...LIKE SOMETHING'S MISSING!
THEY'RE SO MUCH BIGGER THAN WE ARE... LIKE MY FATHER...
TH-THIS IS CRAZY! HOW CAN I FIRE BULLETS I NEVER EVEN LOADED?!
"...WE ARE THE VEXUS--AND WE BOW TO NO ONE!"

YOWLER!
CEASE YOUR INTERFERENCE AND SURRENDER NOW!
FWAK!
NEVER!
NOW GO GROPE SOMEONE YOUR OWN SIZE!
IF YOUR STUBBS CAN HANDLE IT, THAT IS!

YOU CHILDREN ARE CLEARLY INSANE... ATTACKING THE MOST POWERFUL TEAM TO EVER WALK THE FACE OF THE EARTH!
THERMAKK MAY HAVE TRICKED US INTO THAT MYSTICAL LAVA FLOW--
FWUMP
...UNGH!
TH-THERMAKK?
-BUT EVEN HAWAII'S GREATEST POWER COULDN'T STOP US FROM OUR QUEST...
...AND NOW WE WILL FINISH WHAT WE STARTED--
-THE DEATH OF PAXIS!
HAWAII?
THEY DON'T KNOW THEY'VE BEEN IN SUSPENDED ANIMATION!
TIME FLIES WHEN YOU'RE A CHUNK OF ROCK!

BUT SOMETHING IS AMISS, VIGIL!
WE ARE NOT AT MT. KONAKALA!...
A SWEE
TURNS
INTO
SOME OF THESE BUILDINGS I HAVE SEEN BEFORE...
IT IS LOS ANGELES! BUT SO HUGE...
...HOW COULD THEY HAVE BUILT UP SO MUCH... UNLESS...
...UNLESS THESE "PAXIS" OF YOURS KNOCKED YOU OUT OF COMMISSION... FOR DECADES...
...UNTIL PARAGON JOHN DECIDED TO USE ME TO SET YOU FREE!

SSSSAAAAAA
...REVEALING—
—LOS ANGELES?!
P OF QUIETUS'S ARM
FIRM STEEL WALLS
ANCIENT RUST...
"BUT TRIP MUNROE
ALWAYS CLEANS UP
HIS MESSES!"
THOUGHT A LITTLE AMPUTATION WOULD BOTHER ME?
I'VE STILL GOT YOU BY THE THROAT!
NO MERE FLESH FOR ME! MAMMON IS COMPOSED OF PUREST COLDGOLD!
AND NOW MY FROZEN GLITTER WILL COAT YOUR FACE...
...LEAVING YOU BREATHLESS WITH ANTICIPATION!

"AS YOUR FRIENDS SUFFER HELPLESSLY WITHIN THE REALITY CHECK, KEPT TOO CONFUSED AND AFRAID TO STOP US!"
NOW! WHILE HE'S DISTRACTED!
BUT I DON'T UNDERSTAND! THEY KEEP TALKING ABOUT KILLING THE PAXIS...
...BUT AREN'T WE THE—
SHUT UP, BLISS!
STOP CLINGIN' TO LOGIX...
HER TANTRUM THREW US FREE OF THAT WEIRD FIELD!
NEVER THOUGHT ONE OF LISA'S JEALOUS FITS WOULD SAVE OUR BEHINDS!
HOW DO I GRIP MY BRAIN?!
JUST SHUT UP AND FIGHT, OKAY?

SHOOOM!!
...AND GET A GRIP ON YOUR BRAIN!
SKRSSHH!
FREE!
BUT THE CHAOTIC INSTINCTS OF ANARKEE...
GOT TO HELP AMOKK!
...ARE MORE THAN EQUAL TO LOGIX'S LIGHTSPEED!
NOT SO FAST, TIGER...
...THIS LI'L KITTY WANTS TO PLAY!

Ching
Ching
GAAAA!
...CAN'T... BREATHE...
...FEEL SO ALONE...LIKE THE REST OF THE WORLD... JUST DOESN'T MATTER...
LOCKED WITHIN THE BENUMBING GLITTER, AMOKK SUCCUMBS TO THE LURE OF SELF-OBSESSION--THE WORLDLY INFLUENCE... OF MAMMON!

...BUT IT LOOKS LIKE HE'S NOT JUST HEARTLESS--HIS POWER IS INORGANIC AS WELL!
PAT YOURSELF ON THE BACK LATER! WE'VE STILL GOT YOUR MESS TO DEAL WITH!
WASN'T SURE WHETHER MY TRANSFORMATIVE POWER WOULD WORK ON KING MIDAS, HERE...
LOOK, AMOKK--YOUR RAGING BEHEMOTH ACT MAY BE ATTRACTIVE...
...BUT IF WE DON'T GET OUR ACT TOGETHER THEY'LL SPIT YOU OUT LIKE AN OLD FURBALL! NO OFFENSE...
I'M NOBODY'S STRAIGHT MAN, MUNROE- AND DON'T YOU FORGET IT!

QUIETUS! SLOG! BRING ME THE GIRLS!
THEY'RE CONCEALED SOMEWHERE IN THIS SMOKE!
NOW YOU WENT AND RUINED OUR HIDE-AND-SEEK!
WELL, OKAY, LADY--MAYBE YOU PREFER DUELING WITH RAZORS!
IMMOBILIZE HIM!
SLOG OBEY MAMMON...
AND SLOG IS MORE YOUR TYPE, DON'T YOU THINK?

THEN THE KE IS GONE, AMMON--
ZAAAAAAAAM
--CONDENSED INTO A RAIN OF SLUDGE AT MY TIME-ALTERING TOUCH!
I'M NOT THAT EASY TO PLAY WITH, LUMBERING ONE!
WHICH ARE PRETTIER-- ELECTRIC CABLES-- OR ELECTRIC COBRAS?!
SSSSSTT
THIS--THIS CAN'T BE HAPPENING!
ALL THE BETTER TO EMBRACE YOU WITH! HEEEEE!
AH, BUT ANYTHING IS POSSIBLE-- FOR ANARKEE!

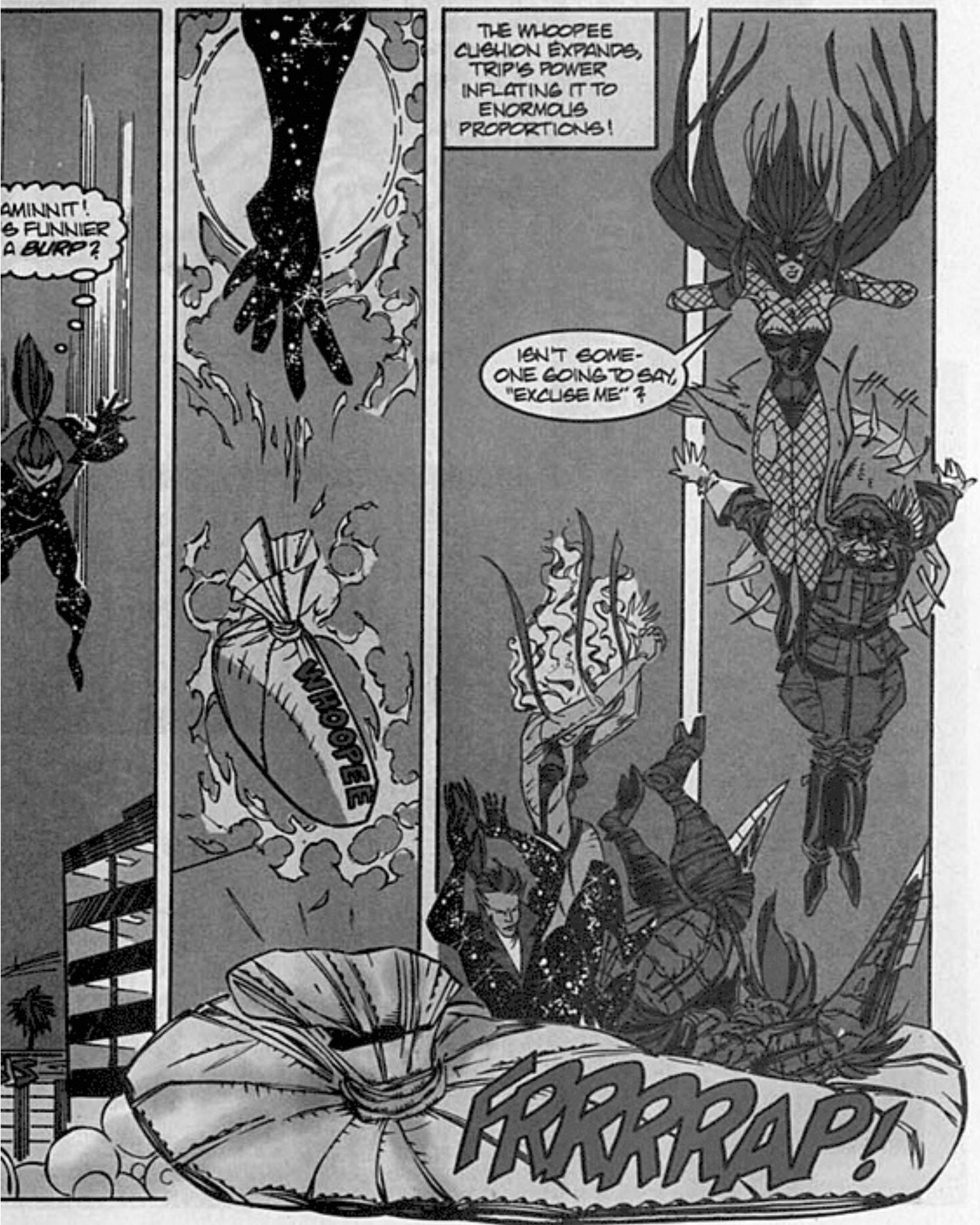
AAAAAGH!
TEKKA
TEKKA
BACK OFF, BABYCAKES!
SHOOOSH
THE
SORRY TO HOLD YOU UP...
WELL, YOU KNOW HOW I LOVE SURPRISES
BLOOP!

NO! HOLE--I'LL FALL!
AAAAALP
HUH ?!
"--TO KEEP YOU FROM SPRINGING ANY MORE, WHILE WE TAKE OUT THE OTHERS!"
SLOG TAKE SPIKE-MAN TO HOLE...
HEY, TRIP! USE YOUR EYE OF AGAMOTTO OR SOMETHIN'!
EYE OF WHAT...?
...BUT THESE CRITTERS THOUGHT YOU WERE A JURASSIC PERK!
I THINK WE'LL JUST HOLD YOU OUT HERE..

IT'S NO USE--THE BIG LUG IS LIVING TISSUE!
NOT BIG LUG-- BIG SLOG!
SHEESH! EVERYBODY'S A COMEDIAN!
FUNNY LIGHTS PUSH SLOG BACK! SLOG GO OUT!
LET SLOG GO, PRETTY LADY!
BE NICE & LI
AND LE
GO OF M
FRIEND
AND YOU
CAN BOU
DOWN
HOLLYWO
BOULEVA
FOR ALL
CARE!
MUST OBEY MAMMON--NOT PRETTY LADY!
LOGIX!

THAT'S RIGHT, SLOG--AND I THINK THE PRETTY LADY HAS FORGOTTEN--
I--UH...
--REAL PEOPLE CAN'T FLY! LET US SEE HOW YOU BOUNCE!
WHAT ABOUT ME, TOOTS?
GIVE A GIRL A LIFT?
CHOOM!
CHOOM!
ARMATA! LOOK OUT FOR MAMMON!
NO! ARMATA!!

THE PARAGON PICTURES BUILDING HAS SEEN BETTER DAYS...
SLOG GO OUT!
...FIRST RAVAGED IN THE BATTLE BETWEEN THE HYPERKIND AND THERMAKK...
...NOW PUNCTURED BY THE VEXUS IN THEIR ONGOING ASSAULT!
LUCKILY, PARAGON JOHN HAS INSURANCE...
HE'S SWALLOWED UP AMOKK COMPLETELY!
HOW DO WE GET DOUGHBOY TO BURP?!
WH-WHAT'S HAPPENING TO ME?!
SLOOSH!
GAA! HE LET GO! GUESS HE'S WORRIED I'D GIVE HIM INDIGESTION WHEN WE HIT!
WAIT. WHAT THAN


AMINNIT! S FUNNIER A BURP?
WHOOPEE
THE WHOOPEE CUSHION EXPANDS, TRIP'S POWER INFLATING IT TO ENORMOUS PROPORTIONS!
ISN'T SOME-ONE GOING TO SAY, "EXCUSE ME"?
FRRRRRAP!

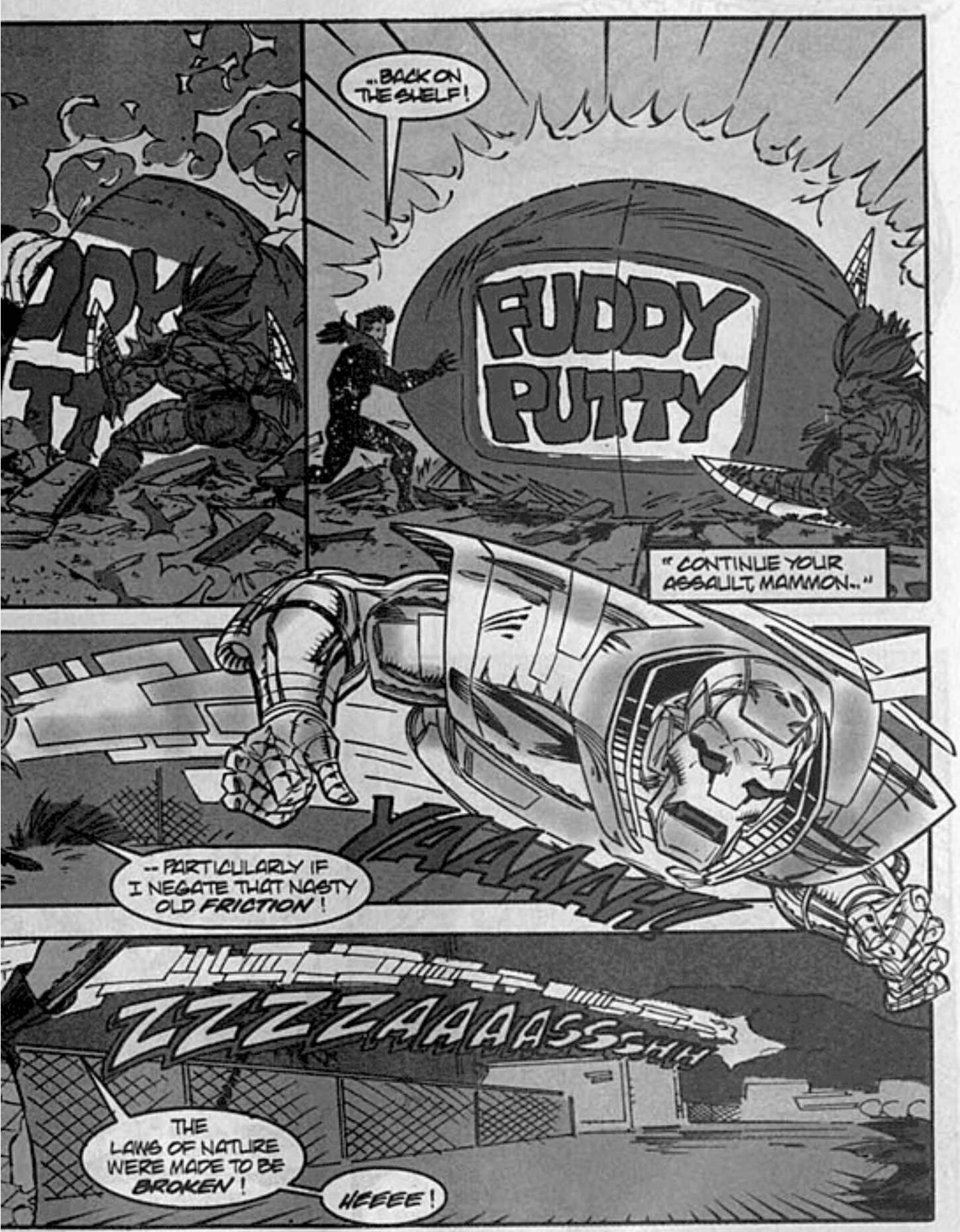
BUT AS TENSION—AND WIND—IS BROKEN BELOW, ARMATA FINDS HERSELF ESTABLISHED IN MAMMON'S ENMESHED COLDGOLD...
YOU MONSTER! LET HER LOOSE!
SO...COLD...
...UNABLE TO THINK OF ANYONE BUT HERSELF!
OR WOULD THEY...MISS ME TOO MUCH...OUT THERE...?
WITH THE PRIMAL FURY OF ANIMAL INSTINCT, AMOKK ATTACKS...

...SO... BEAUTIFUL! JUST MY OWN LITTLE UNIVERSE!
SHOULD I... STAY HERE?
BUT FOR ARMATA, SELF-OBSESSION IS A NATURAL STATE OF AFFAIRS—
OH, HECK! WHAT WOULD THE WORLD BE WITHOUT ME?!
BUT HOW—?!
AAAAHH!
KAKREK
--AND THE COLDGOLD PROVES ONLY A MINOR INCONVENIENCE!
...WHILE SLOG RESPONDS WITH THE UNCEASING OBEDIENCE OF A BEING PROPELLED BY ROTE COMMAND!

NICE DANCE... MIND IF I CUT IN?
SLOG KILL SPIKE-MAN...
ANYTIME!

I THINK WE'D BETTER PUT THIS PARTICULAR TOY...

...AND WE'LL SEE HOW MUCH OF YOUR RESOURCES I CAN DEPLETE!
YOU'RE MOVING...TOO... FAST!
THE SPEED OF YOUR COLDGOLD FLOW IS LESS THAN ADEQUATE TO KEEP PACE WITH ME!
MAYBE NOTHING CAN, BUSTER--


..BACK ON THE SHELF!
FUDDY PUTTY
"CONTINUE YOUR ASSAULT, MAMMON.."
YAAAAAH!
-- PARTICULARLY IF I NEGATE THAT NASTY OLD FRICTION!
ZZZZAAAASSSHH
THE LAWS OF NATURE WERE MADE TO BE BROKEN!
HEEEE!

YOU WOULD RATHER NOT FACE UP TO THE GRIM REALITIES OF LIFE, EH, LITTLE ONE?
WHY CAN'T YOU JUST LEAVE US ALONE?!
AS BLISS BEGINS TO CRUMP
PESSIMISM OF VIGIL'S R
BLISS! YOU ALL RIGHT?
SHE'LL BE FINE--
WHAM
BETTER THAN YOU, ANYWAY!

LE UNDER THE CRUEL
EALITY CHECK...
COME! SHARE YOUR SECRETS! WHAT IS IT YOU'RE HIDING FROM...?

...TRIP'S MAGIC HANDKERCHIEF COMES TO LIFE, CUTTING BLISS OFF FROM THE FLOW OF VIGIL'S DEADLY SCRUTINY!

AS VIGIL RETURNS TO ACTION, AMOKK PUSHES ON!
...CAN'T... GIVE... UP...

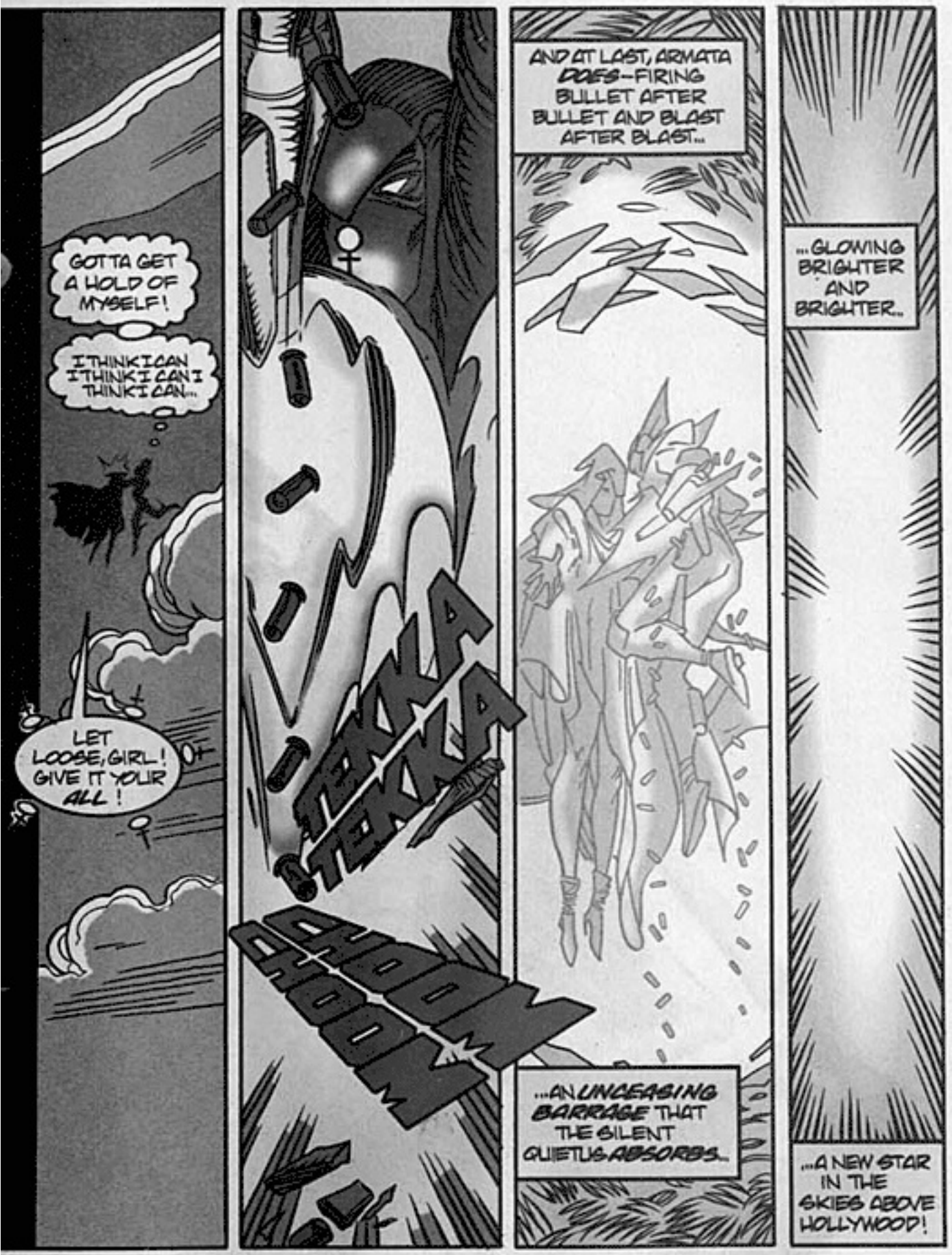
BAM!
WON'T GIVE UP!

WHILE...
HOW MUCH LONGER CAN THEIR SENSELESS CARNAGE LAST?!
DRAGON SECURITY
SO FAR I'VE BEEN ABLE TO QUELL AUTHORITIES-- BUT IF THIS GOES ON, I MAY HAVE TO END THIS MYSELF!

A QUESTION ON VEXUS LEADER MAMMON'S MIND AS WELL...
GOT TO SEE HOW FAR I CAN PUSH MY POWER AGAINST THIS LEPRECHAUN!
STAND ASIDE! WE KNOW THE PAXIS HAVE PLACED YOU HERE TO SLOW OUR PURSUIT!
BUT YOUR INTERFERENCE WILL NOT DETER THE VEXUS FROM OUR REVENGE!
KLABA

HOW MUCH OF HIS COLDGOLD CAN I CHIP AWAY?!
WHAT ARE YOU--
SLOWLY TURNING ME TO CONFETTI? BUT HOW?!
SLOG! DEFEND ME!
SLOG HEAR... AND OBEY...!
SH
shwop
HAH! MY MOLTEN FLESH RECONSTITUTES ITSELF!
Slip

GOT TO JOIN THE HYPERKIND! BUT SO FRIGHTENED...
...YESTERDAY I WAS CARRYING AN AIRPLANE TO EARTH*...
...AND NOW I CAN BARELY HOLD MYSELF TOGETHER!
SO...WE ARE THE LAST TO REMAIN ABOVE...
...THE OTHERS HAVING USED MY EXITWAY TO MAKE THEIR ESCAPE.
ESCAPE NOTHING!
NOW IT IS OUR TURN! BLESSED EARTH CALLS...
* IN HOKUM & HEX #5--MARC.


GOTTA GET A HOLD OF MYSELF!
I THINK I CAN I THINK I CAN I THINK I CAN...
LET LOOSE, GIRL! GIVE IT YOUR ALL!
TEKKA TEKKA
CHOOM CHOOM
AND AT LAST, ARMATA DOES—FIRING BULLET AFTER BULLET AND BLAST AFTER BLAST...
...AN UNCEASING BARRAGE THAT THE SILENT QUIETUS ABSORBS...
...GLOWING BRIGHTER AND BRIGHTER...
...A NEW STAR IN THE SKIES ABOVE HOLLYWOOD!

BELOW, THE NIGHT IS CUT WITH A BRILLIANT GLOW...
QUIETUS WILL SOON JOIN US... AND THE VEXUS CAN SEEK OUR TRUE ENEMIES!
NO REJECTS FROM A HALLOWEEN PARADE ARE GONNA WALK OUT ON MY PARTY!
SLOG-- PROTECT ME!
YEAH, SLO
PROTECT

...THIS!
TRIP'S POWER POURS FROM HIS BODY...
...TURNING MAMMON INTO A CACHE OF WORLDLY WEALTH!
SLOG PROTECT...
FWAM
WELCOME TO FORT HARD KNOCKS, GOOFBALL! NOW LET ME--
AND AS SLOG BEGINS TO CLOSE ITS BLINDLY OBEDIENT FORM...
...PROTECTING ITS LEADER AND ENTOMBING THE SO-CALLED SUPER-MAGICIAN...
--WHOA! IT'S CLOSING UP! SOMEBODY GIMME A HAND HERE!
...ONE HERO REACHES OUT...
...TO ANOTHER.
NICE GOING, MUNROE!
HEY--CALL ME TRIP! I'LL GIVE YOU MY AUTOGRAPH LATER!

LET MAMMON LOOSE, SLOG!
SLOG PROTECT!
I'LL RIP YOU APART, YOU MORON!
BACK OFF! IT'S TIME TO LEAVE THIS PLACE! WHERE'S QUIETUS?
A-ARMATA?!
GOT TO BREAK HER FALL! SHE'S NOT EVEN TRYIN' TO FLY!

L-LISA...?
HUNK
WE HAVE WASTED VALUABLE TIME--
--TIME THAT MIGHT HAVE BEEN SPENT TRACKING THE PAXIS!
AND WHEN WE'VE KILLED THEM, WE WILL DEAL WITH YOU...
...FOR THE VEXUS DOESN'T FORGET!
AND WITH THIS SHIVERING OMEN IN THE SPINES OF THE HYPERKIND, THE VEXUS ARE GONE...
...TO A PLACE WE CAN BUT GUESS.

MOMENTS LATER, SIRENS BREAK THE SILENCE OF A BATTLE NOW CONCLUDED...
I DO NOT THINK YOU REALIZE JUST HOW LUCKY YOU ARE...
LUCKY?
TO HAVE TEAMMATES... FRIENDS YOU CAN DEPEND ON IN A FIGHT.
TEAMMATES ARE ONLY AS GOOD AS THE TEAMWORK THEY EMPLOY, I'M AFRAID.
YES.. YOU'LL HAVE TO GET YOUR ACT TOGETHER-- IF YOU KNOW WHAT I MEAN...
...FOR NOW, THAT VEXUS WILL NO LONGER... VEXUS!! HAH! GET IT?
IT WOULD BE SO GOOD TO HAVE ALLIES-- HELP IN STOPPING FELON BALE FROM TAKING OVER OUR WORLD...

...ARE YOU GONNA DELIVER THE EULOGY?!
MAYBE IF YOU HIT THE ROAD NOW, THEY'LL FOLLOW YOU-- AND WE CAN SORT OUT THIS MESS!
I-- I'M SORRY.
I SHOULD GET GOING--MY FRIEND MONA LISA'S IN THE HOSPITAL--
YOU REALLY SHOULD GET OUT OF HERE. THE LAST THING YOU NEED IS MORE BAD PUBLICITY-- OR MORE TIME IN JAIL...
...BUT YOU OWE ME THAT AUTOGRAPH-- OKAY?
AND SO TRIP MUNROE CAN ONLY WALK AWAY...
...AS HE HAS SO MANY TIMES IN THE PAST...
...AND WILL SO MANY TIMES IN THE FUTURE...
THE VEXUS KILLED HER!
WHAT'S EATIN' YOU, TOUGH GUY?! I MEAN, HERE HE IS, DELIVERING A SPEECH ON TEAM-WORK, AND YOU WALK UP LIKE THE ATTITUDE POSTER CHILD!
NO HARM...?! WHAT ABOUT ARMATA, "TEAMMATES"...?
NEXT: WITH ARMATA'S LIFE ON THE LINE, AMOKK, LOGIX, AND BLISS MUST FOLLOW THE SHINING PATH... TO AMBERTRANCE! BUT THEY'RE NOT THE ONLY ONES ON THE TRAIL!

PLEASE SEND ALL CORRESPONDENCE TO:
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NEW YORK, NY 10016

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RAZORLINE

Marc McLaurin

ho ho ho

The holiday season is upon us, and if your year has been anything like mine, it's snuck up silently on little cat feet. What to do, what to give, what to get, the questions fall like the snow in New York City, pure at the onset, but quickly muddled and turned to sludge. But here at the RAZORLINE offices, the holiday season has us doubly excited, as we frantically prepare the myriad of presents we'll be doling out in '94! Here's a taste of what's to come:

better to give

We'll have amazing and astounding new DEVELOPMENTS in all the RAZORLINE titles! This will include a major RAZORLINE crossover beginning in April, complete with a cross-title romance and a threat that may very well end the Earth as we know it! No half-ways here; we'll be dramatically shaking up each of the four current RAZORLINE titles in a major way. If you love these characters, you'll want to be on-hand. If you're just checking them out, you haven't seen nothin' yet!

what's to receive

We're also adding, beginning in April, three new RAZORLINE titles to the roster, with more new ideas among the freshest that comics has ever seen! If that's not enough to put you in the spirit, why not flip to the last page of this book, and consider a RAZORLINE subscription for that friend in desperate need of something different? Just a thought. And it's the thought that counts...

It's our third letters column, and some of us are getting kind of tired of the generic header that tops this page. Whaddaya say, folks — any suggestions? I'm sure that we can come up with a nifty prize for the best title. In the meantime, we're still getting some of the best mail around — and we want to hear from you! Drop us a line!

Dear Mr. McLaurin,

Some thoughts on HYPERKIND. My first impulse, on seeing this book, is to say that the team is Barker's rendition of the Fantastic Four after a side-trip through DC's Vertigo line and a brief stop in the Hellraiser universe! But such an attitude would not only be needlessly flippant, it'd be incorrect as well!

I'm pleased to see that the talented Fred Burke has found a home here at Razorline. The last I recall seeing of his writing was on the *phaze* series at Eclipse, a tragically short-lived book that deserved a bigger audience than it found. Fred seems to have already taken steps to imbue the various Hyperkind with a set of distinct personalities and moral outlooks, and I look forward to seeing him develop these personalities along with each hero's powers as the series progresses.

I hope Fred is also aware that we continuity-minded fans will eventually want to learn as much as we can about the members of the Paxis, fallen though they might be. I myself am particularly interested in learning how specifically they were different from the various Hyperkind, and how they fell in battle. . .if in fact that's how they all disappeared! If not, then the details of just what did happen to them are also high on my list of things to delve into!

In the meantime, count me in for the long haul as one very impressed reader. If next week's debut of ECTOKID is as impressive, you can expect another rave review like this one then!

David Peattie
4517 Birch Bark Rd.
Concord, CA 94521

Thanks for the great comments, David! I hope last issue fulfilled your expectations of how the Paxis were conquered. Let us know what you thought!

Dear Marc and Malcolm,

In a day when new super teams are a dime a dozen, HYPERKIND may have an edge right off the bat. To begin with, the origins of their powers seem to be more well thought out than most new characters. They are a team of the present, yet, somehow, they are strangely linked to a super group of the past. Who were these heroes? Was Eschbacher the only one to survive to the present day? Why was he searching for new heroes? And finally, why does no one else remember that WWI was actually a war of worlds and not nations? One thing I did notice, however, was that on page 19 five power sarcophagi are pictured and only four were used in this story. I don't know what you have in mind, but I'm kind of hoping that the unused sarcophagus could somehow be used to revive Eschbacher. These kids are going to need all the help they can get.

I was also wondering about a couple of other things. First, on page 21, Professor X's name pops up in George's thought balloon. Are the characters of the Barkerverse also part of the regular Marvel Universe? Please tell me that it isn't so. The new Razorline characters are a fresh, unknown quantity, and it would be a shame to shackle them right off with thirty-odd years of universal continuity. Actually, it might be nice to see a few crossovers with Marvel's darker, magically powered figures. However, I hope if these crossovers do occur, it is stated that all characters concerned are from two separate dimensions.

Peace from the desert,

Bill D. Middleton
1708 N. Prince St.
Clovis, NM 88101

It isn't so, Bill!! As you've figured out by now, George's references to the Marvel Universe are because he's a comic book collector! And if you think about it, in light of Paragon John's revelations this issue, comic books are a pretty subversive item in the Paragon-controlled, heroless world these characters live in. By the 1990's, if John Doore had *completely* gotten his way, there would be no more idealistic young heroes in the pages of comics — only dark, dark anti-heroes, powerful beings without heroic virtue at all! The fact that there are still people like George — buying, reading, and collecting tales in which virtue triumphs — must really stick in PJ's craw!

NEXT:

Armata, dead?! Her only hope of survival is for the team to solve the riddle locked within the children's rhyme we first heard in issue #3, *"A Paxis a Paxis, we'll tell you what the faxis..."* But even the answers will not prepare them for the wonders they'll find on...

"The Shining Path...to Ambertrance!"

ELSEWHERE, ALONG THE RAZOR'S EDGE:

HOKUM & HEX #6:

Trip is back in New York City, a media celebrity! Will all this unwanted attention give the Earth's mightiest mortal magician a swelled head — or a busted gut? Find out as he goes head-to-head with the champion of Felon Bale: **Bloodshed!** Part one of a four-part story that will redefine **Trip Munroe** — and may destroy Earth's champion!

SAINT SINNER #6:

The origin of the mysteriously powerful refugee from the Ectosphere, **Crooked-Face Half-Head!** And the revelation of an impending disaster that will shake all the worlds of the Decamundi! Only the Saint Sinner can stop it — but he hasn't a clue how!

THE RAZOR'S EDGE

FROM DOODLES TO DECAMUNDI

by Malcolm Smith

How do creators of imaginative works, specifically writers or painters, first express their ideas?

Easy, you say, writers make notes, and painters make sketches. Well, for most of us out there, that's probably true. You use whatever tool you're most comfortable with: a pen or a paint brush.

An early ECTOKID.

As a writer myself, I stick to words. I read somewhere that the vast majority of us never get past a sixth grade level of drawing. Even with the amazing painting program I have on my computer, the best thing I can create is a stick family in front of a stick house with a stick tree next to it.

Then there's my friend, a really talented oil painter whose command of the English language is on the level of Beavis and Butthead. (Well, not quite that bad.) He very wisely keeps to painting for his artistic expression.

Now we come to a much smaller category: those artists that are skilled in both mediums. *This* is where Clive Barker fits in. As you may or may not know, Clive began his career as a painter, then took up writing, and has only recently begun to paint again for exhibition. But even when he wasn't displaying his drawings and paintings to the public (except in the form of an occasional book cover), he was always drawing for himself.

Taking full advantage of his dual talents, he's developed his own type of graphic shorthand as a quick method of recording an idea. Countless Clive Barker characters and stories have first found life in the form of a crude sketch on a white piece of paper, single images representing tips of mythological icebergs.

And that's where the creation of the BARKERVERSE came in.

SAINT SINNER, post possession.

With the help of the guys at Marvel and an excellent team of writers and artists, Clive set about creating the DECAMUNDI, a world of action-filled, anything-can-happen, superhero stomping grounds — a place where his ideas could not only flourish, but run rampant! And that's what's happening.

It's looking like these creations are going to have lives outside of comics as well. ECTOKID is on its way to becoming an animated TV show. And there's already some talk about feature films being made of HOKUM & HEX and HYPER KIND.

Just remember, whatever other forms these stories ultimately take, you readers are seeing it here first, hot off the imaginative press, and it's your letters and suggestions that are going to help shape the unfolding worlds of the BARKERVERSE into something so unique and exciting as to make comic book history!

It's great that MARVEL's helped find a way for us all to benefit from Clive's prolific imagination, and his unique way of recording it. I'll keep you posted on the new RAZORLINE titles. There's still an ever-growing pile of Clive's sketches that are just waiting for their shot at the big time: life as a RAZORLINE comic!

A just-birthed BULL BABY.